

WALTER
DICKMAN'S
FED

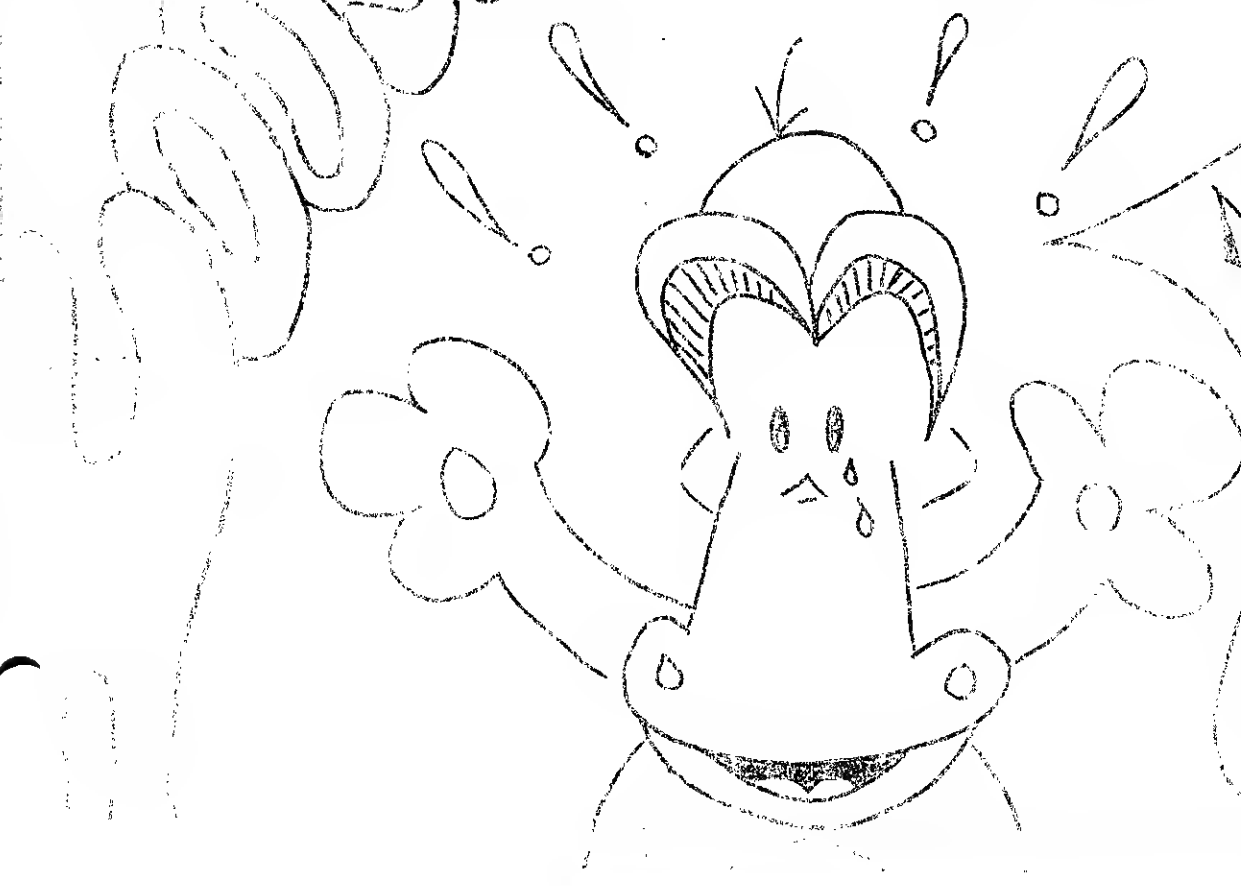
PSYCHICS

MY
UNITS
TOTAL
18

WOW
THAT'S
GREAT!



24 March 1973



NOT 18
YOU'RE
18
THAT'S
GREAT!

Hoosier Archives is a Diplomacy magazine published by Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 462-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is devoted to and does on game play, rating systems, demonstration games such as the Multiple Winners Invitational (1972CR) now concluding and game news. Information from my Diplomacy archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing (see the last archives listing in Hoosier Archives). Many original copies are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is \$6/\$2.00 or 26/\$5.00; back issues are 99¢ apiece (10% discount for all available). Ask for #101 to get a list of all articles as of then. This is Albion Press publication #321.

MULTIPLE WINNERS INVITATIONAL (1972CR)

(Average Aces Trophy Game)

April 1972

VER PLOEG VICTORIOUS AS HE LETS IT ALL HANG OUT!
PROSNITZ FINALLY ANNULATES PARIS FOR MORAL VICTORY!

Now what of the German's fate,
Small power in their weak state;
How long until death?
Does she hold her breath?
For now, everything is too late.

Six out of seven are done;
A victory is finally won.
The dead swear revenge--
They've things to avenge
When another game has begun.

FRANCE: F Mid-Bre, A Bre-Fic, A Par S A Bre-Fic /a/. Owns Bre, Par, ~~Mid~~ (2).
(Birsan)

GERMANY: F Eng-Bre, A Pic-Par, A Bar S A Pic-Par, A Kie-Mun, A Ruh S A Kie
(Prosnitz) Mun. Owns: Mun, Den, Lol, Bes, ~~Par~~, ~~Mid~~, ~~Par~~ (5). Remove 1.

ITALY: A Spa-Gas, A Mar S A Spa-Gas, F Lyo-Spa(sc), F Wes-Mid, F Tyr-Mes,
(Beyerslein) F Tim-Naf, F Gre H, A Hun-Kie /c/ (Sil, d), A Tyr-Mun, A Pic-Tyr,
A Tri-Vie. Owns: Nap, Rom, Ven, Tun, Mar, Spa, Tri, Gre, Bul, ~~Par~~,
~~Mid~~ (9). Remove 2.

RUSSIA: F Ang-Rat, F Den-Kie, F War-Rat, F Lon-Mid, A Yox-Ton, A StP-Naf,
(Ver Ploeg) F Bot-Bul, A Sil-Ier, A Pri S A Sil-Ser, A Ech-Vie, A Bud-Ser,
A Cal-Bud, A Sev-Cor, F Bla C A Ser-Con. Owns: Mon, StP, Sev, War, Rda,
Swe, Nuf, Liv, Lon, Vie, Bud, Rom, Ank, Smy, Per, Kie, Con, Ser (13).
Build 4 and WINS!

Brenton Ver Ploeg's blitzkrieg finish took us off guard and so the new game probably won't start until next issue. The entry fee will be \$10 and will be limited to the best players in the hobby. If you want in and think you qualify, let us know as soon as possible. Already it looks like we will have Allan Calhauer, Ed Birsan, Len Lekoff, Peter Rosenblum and Mike Rocamore at the starting block. The game will be analyzed by Doug Bayerslein.

I will try to have a writeup on Brenton's victory soon. As GM it was poetry in action to watch him use diplomacy and tactics in orchestrating his pieces across the board. In my opinion, it is the most outstanding victory in the history of postal Diplomacy. According to the last Everything, this is the fastest Russia has ever won in both game time (7 years) and real time (7½ months) and considering the opposition, this is truly phenomenal. Brenton has also modestly declined the trophy and has suggested that he receive a traveling trophy for the winner of Hoosier Archives' games. So be it.

AGEINGS!
Fall 1907

WEST MOSCOW (VIA BERLIN) (14 September 1907): In this historic city, on the banks of the Tiber, the parliament met to change the name of the city to West Moscow. The new Premier, Guiseppi Quisling Beyerlinio, stated that the new Soviet Socialist Republic of the Tiber bows to no other province in its loyalty to the chief commissar in Moscow.

RADIO FREE ITALY, TANGIER (VIA BERLIN) (23 September 1907): Rumor has it that elements of the fleet are restless, and may defect from the greater Russian congress of Europe, in a final attempt to preserve Western civilization.

MARSEILLES, WEST MUSCOVY (VIA BERLIN) (4 October 1907): The commissar of Marseilles issued the following statement today: "Our master, the Tsar, before whom we bow down and salaam ten times each day, every hour on the hour from 6:00 A.M. to 3:00 P.M., has given us permission to liberate Paris from the French yoke. The Tsar, in his infinite wisdom, has decided that Paris is really German. His Holiness has decreed that there is a place for the survival of German culture in the new Pax Europa, in Paris.

SAN DIEGO (VIA BERLIN) (17 November 1907): The international college of hypnotists met here today and proffered its man of the year award to the most eminent young hypnotist on the international scene, Dr. Sigmund Ver Ploeg. Dr. Ver Ploeg has won international fame by hypnotizing various subjects and causing them to roll over and play dead. His technique consists of convincing his subjects, in their dying throes, that they are really world conquerors.

ST. PETERSBURG (31 October 1907): The Ultimate Rise of Von Flog's Election: Scattering French and Turkish press releases in his wake, Notnerb the Crazy today strode through downtown Constantinople--seized through Russian treachery--and hung a huge ceremonial banner facing West: "UP YOURS, EVERYBODY." This sudden event was known to have forestalled many future airborne barrages of press from the minor powers, and was therefore commended by the World Union of Sanitation Engineers. There were some minor protestations from such trifling organizations as the International Red Cross, the World Council of International Peace and Fair Play, the Geneva Institute for the Preservation of World Peace and the Society for the Preservation of President Nixon as Our Dirtiest Politician, headquartered at the Watergate Apts. in Washington, D.C. Nonetheless, it's a task done anyway. So, it's cheap at twice the price, readers--you get rid of another Diplomacy game (my last in some time) at the same time that you get a little cheap philosophy. Could you ask for anything you'd rather have, save perhaps for terminal cancer?

ST. PETERSBURG (5 November 1907): Now I ask you--could there be a more honorable way to do it? Stabbing six out of six. Just the same, I'd rather have done it differently, and this last one is the one that really hurts; I'm sorry that it had to happen to an excellent player and a fine gentleman like Doug Beyerlein.

GHOST TURKISH FLEET (14 October 1907): In Drag on the Polish Queen: I moved back in the dark 4 x 5 stateroom, away from the wheezing and hissing at the door. At any moment it would break in and devour me. The door opened a crack and both a ray of light and a horrid stench crept into the room. I threw my back against the wall, to put up a final defense, when suddenly it gave way. It was a second door! I closed it behind me and bolted it quickly. The beast attacked the door, but the bar held--I was safe!

The interior of the ship was almost black and I could barely see more than 10 feet down the corridor. I moved as rapidly as I could, for I knew the monster would be seeking entrance by some other orifice.

As I moved along the aroma of Polish sausage and vodka filled my nostrils--to be replaced ever so slowly by the aroma of cheap perfume and grease paint. The end of the corridor was at hand, a giant door labeled "Prokovnowskiovwopfft" stood before me. I knew what this meant! It was the Polish Queen's sister ship, the Luxor, out of San Diego!

I began to turn when the hissing rose up behind me. It was in the corridor! I opened the bulkhead door and then secured it behind me. I was on a dimly-lit balcony overlooking the engine room. Below I could see 14 husky sailors turning the giant egg beater that propelled the ship. I moved quietly down a back staircase and slipped through a door into the cargo hold. I was behind some large crates and boxes and could not be seen by the throng occupying the center of the compartment. A short drum roll

followed and an off-key 5 piece ensemble began to play "Gaiete Parisian."

I moved to a vantage point overlooking the makeshift crate and bar stage. The back-up curtains parted and a single flashlight, held by an unsteady hand, illuminated the person who slinked out upon the stage. It was none other than Queen Elythe of France! She stopped out, obviously shaken, weary with age and bitter defeat. Upon her face was a drug-like mask of content and about 5 pounds of makeup. She gave a full smile and a piece of it chipped off! What has brought this great "Queen" to so low a stage!

Queen Elythe stood upon the rickety stage, straying back and forth in rhythm to the off-beat rendition of the "Parisian." She began her quixotic soliloquy in a dull, normal tone—rambling on about her great victories, how she would be queen of the world, how Ver Plug would come to kiss her feet! She was quite mad.

Then her mood changed to sorrow and bitterness. She was betrayed, her own sanity was split up into her face. She was a broken and pathetic woman living past, present, and future at the whim of obsessive need to talk to anyone!

The audience was drunk and reckless and the tragedy before them was not pleasant to their torrid moods. They flung half-eaten kielbasa and kapusta at the poor wretch. The kielbasa, an especially juicy and raunchy piece hit her in the face, and she fell. One sailor, too drunk to comprehend more than his growing ardor for her, jumped upon the stage and ripped off her dress! It was a man! None other than Edl Blazenski, pseudo hero, and escapee from Jestrabak!

Just at that instant the main hatch cover was thrown aside and a grizzly hide filled the hold! It was none other than Crazy Carol herself! Her eyes blazed with hunger for her prey. She jumped into the hold and was immediately set upon by seven burly sailors who each raped her in turn. Refreshed, she began to seek me out!

COR PASTENS (15 October 1907): Crazy Carol raced after William, cornering him at the end of the engine room. Slowly she approached him, violent feeling crashing in her eyes. William cowered in the corner, quivering each time she took a step. Suddenly, she leaped at him, locking like she would tear him apart limb by limb. Immediately, William saw her change in front of his eyes, becoming in turn Ver Plug, the Brockenoid, the Fads and the Bowerline. They swirled in front of his face, mocking his desire to win a Diplomacy game. They held out a trophy in front of his hands, but each time he reached for it, it was pulled away from him.

A full moon in the distance. Gradually William Labofka awakened from his dream, and had it really been a dream? The trophy had still evaded him,.....

ANALYSIS (Spring 1907): Rick Brooks (R.R. #1, Box 167, Fremont, Indiana 46737; comments are invited.)

Russia's plan is out. The destruction of GA Munich assures the taking of Berlin. If any and all Germany were going to work together, it is very doubtful that GA Munich would have been wiped out.

It looks like Germany is going for France. GF English Channel to Brest and GA Burgundy (S) GA Burgundy to Paris will take Paris. Even if Russia outguesses Germany over Holland and Belgium, Germany would still have three centers and could have three units on Brest in the spring. Russia might prefer to take the English Channel instead of trying to convey RA Yorkshire to Belgium or Holland. But would Russia stand by and let France be wiped out after he and France appeared to have come to an agreement? This is a J. L. vector. Mediterranean (S) IF Tunis to North Africa will set up the taking of the Mid-Atlantic in the spring. Then Portugal will fall in the fall. Russia could have Liverpool open for retreating RF Mid-Atlantic to take in the fall.

With Denmark and Berlin, Russia has two of the four centers needed to win. Constantinople can be his for sure. Germany can block both Belgium and Holland without endangering his drive on France, as, if he loses Kiel, RF Denmark will leave Denmark open. Since Russia can have 3 units on Kiel by taking Berlin and moving RF Polonia to Baltic (not to mention IA Munich), the loss of Kiel now is not important. Leaving Holland or Belgium open could give Russia his eighteenth center.

Russia is in good position to block an Italian stab as RA Briapest to Trieste and

and RA Galicia to Vienna will either block Vienna or take Trieste if Italy supports himself in. My personal prediction is that this game will be over by Winter 1908. Right now, the outcome depends on what deals Russia chooses to honor. I seriously doubt a draw, but in my first (shared) win, I had nearly as good a position with respect to Turkey and still drew as per our agreement.

OUT OF THE ARCHIVES NO. 28

In Hoosier Archives #96 and #107 we published the first 2 articles in this series. Now we are happy to present the 3rd and final installment of Len Lakofka's instructive series on sectors in Diplomacy. The present article was originally published in the February 1971 issue of Spartan International Monthly and is reprinted here with the permission of SICL.

THE ITALIAN PARADOX AND THE SCANDINAVIAN SECTOR

by Lenard Lakofka

In the first two parts of this article the Belgian and Balkan "sectors" have been discussed at length. In their discussion, Italy was but briefly mentioned, as you will note, because she is not a natural participant in either of these two sectors as defined.

Italy is in a position to go four directions: west to Iberia and Marseilles, north to Munich, east to Austria and southeast to Turkey. Whichever way she goes, she activates a new "sector." These are: Iberian--Iberia and all surrounding provinces, Ionian--Ionian and Adriatic seas and then adjacent provinces, and in part at least, the Tyrolian--classically all provinces adjacent to Tyrolia, Bohemia, Silesia, and Prussia, but in the early game, only Tyrolia and Bohemia are usually involved.

We have said that in the Balkan and Belgian sectors a usual 2:1 confrontation will occur. In this, Italy can help either side. If she aides either of the underdogs, then the other single power gets destroyed while the status quo is maintained in the sector into which she has moved. If she aides the aggressors, then the underdog is overpowered at 3:1, but, almost always, Italy is then next in line to be hit by her two former allies! The quandary this produces drives many an Italian player daft! He can control the entire war's course, but he can also commit a subtle form of hari-kari upon himself.

Note that Italy has a number of opening gambits:

1. F Nap - Ion, A Ven - Tri, A Rom - Ven
2. F Nap - Ion, A Ven - Pie, A Rom - Ven
3. F Nap - Ion, A Ven - Tyo, A Rom - Ven
4. F Nap - Ion, A Ven Stands, A Rom - Apu
5. F Nap - Tyr, A Ven Stands, A Rom Stands

Each has a different goal. #1 is the direct assault on Austria, leaving no doubt to its intent. Italy hopes F Tri-Alb will occur with no pieces moving to Tri. Italy has totally committed herself now and must have non-aggression with France and an alliance with Turkey (at best) or Russia. If she is caught in the act, ie, A Ven-Tri, then she is in for a long hard game!

In #2 we have a classic opened. In Fall 1902 she can play three very good moves: (a) A Ven-Tri, A Pie-Ven, (b) A Pie-Mar, A Ven-Pie, or (c) A Ven stands, A Pie-Tyr. Each is strongly aggressive and is back up, if it succeeds, by a crutch of another unit. The alternate A Pie-Mar, A Ven-Tri can be a catastrophe for Italy. She is trying a two-front war which she cannot afford. She will be sandwiched between Austria and France, both of whom will likely attack her first!

Plan 3 sets up a 2:1 versus Tri, a shot at Vie and a shot at Mun. It does telegraph the punch, of course, but it also ties Austria into knots and makes Germany jump.

Plan 4 is a very neutral-looking move but has good potential. Ven is protected and A Apu can be convoyed to such cool places as Alb, Gre (with Turkish support) or to Tun. Tun is not as bad as it looks, for if she has an alliance with Austria or Turkey, she already has a fleet in Ion and does not have to waste Spring 1902 getting one there! Instead in Spring 1902 she can play F Ion conveys A Tun to Alb or Greece!! If the player really has guts, he can also play A Ven-Tyr building A Ven! Now Austria is in a real fix if Turkey decides to help Italy.

Play Italy quite neutral and simply bides Italy's time. From that position the Italian Map can move to Tyr and Wes, Wes and Ion, or Ion with support. Also, if she develops A Fun-Tun in Fall 1901, she can play A Ven-Pie, build in Ven and now to at the gates of Marseilles with A Pie-Mar, A Ven-Pie, A Fun-Naf, and F Tyr-Iyc! This assumes Austrian neutrality, obviously.

Thus, Italy can do a great deal to effect early play. If she does not, she is doomed. Notice how her entrance into the Ionian and Iberian sectors throws the balance of power in the Balkans or Belgian Sector into chaos.

The Tyrolian full classic sector activates later in the game when the two victors from Belgium and the two from the Balkans meet in total conflict. Gameplay along this line of provinces is very complex, having a fantastically large "mix" for any power in this area.

Finally we come to Scandinavia. Here it appears we have harmony! Germany gets Den; England gets Nor; and Russia gets Swe. Often this balance can keep the sector cool as the players are busy in Belgium and the Balkans and all are waiting to see where Italy will go. However, all of the players covet each other's centers in the area as a means to firmly anchor their flank. Plus the chance of a 2:1 attack is always there! Germany is always afraid and jumpy that his neighbor will play a "development" and compromise his one center in the area. Sooner or later, just to calm his tensions, someone will attack someone else! When this happens, Tyrolian sector's northern end also is in danger of activation! The key to the center's activation is: a British Army, not a Fleet, in Nor; a German Fleet in the Baltic or Skag; or a Russian piece in Stp or Fin.

For that all "sectors" are discussed, I hope the overlay view of how countries interact is clearer to all of you. By studying "sectors" you can see how involved a two-front war can be for any power--including Russia.

THE CALHAMER POINT COUNT RATING LIST BY COUNTRY

Austria (30.600)

3,000	Doug Beyerlein	1,000	John Koning	.500	Red Walker
	Edi Birsan		Ian Lakofka	.333	Lewis Pulisipher
2,000	Andy Phillips		Dave Lebling		Charles Welsh
	Peter Rosamilia		John McCallum		Paul Wood
	John Smythe		Hal Naus	.200	Hugh Anderson
	Brenton Ver Ploeg		Sam Nierenberg		John Beshara
1,000	Steve Bobker		Buddy Tretick		Oktay Ozkanal
	Rick Brooks		Charles Turner	.167	Larry St. Cyr
	Lee Childs		Arnold Vagts		
			Monte Zelazny		

England (35.900)

3,000	Gene Prosnitz	1,000	James Dygert	.533	Andy Phillips
2,000	Mike Goldstein		Tom Eller	.500	Barry Eynon
	Ian Lakofka		Allan Huff		Peter Rosamilia
	Brenton Ver Ploeg		Dave Johnston	.450	Edi Birsan
1,500	John Koning		Richard Miller	.400	Charles Turner
1,333	John McCallum		Derek Nelson	.333	Harvey Kringsman
	Red Walker		Harold Peck		Hal Naus
1,000	Hugh Anderson		Larry Peery		Jerry Podanillo
	John Beshara		Jeff Power		Joseph Froskauer
	Doug Beyerlein		John Smythe	.250	Charles Welsh
	Randy Brywerk		Charles Wells	.200	Dave Lebling
	Lee Childs		Jeff Wolfe		Jerry White
			Monte Zelazny		

(With Russia in Hoosier Archives #107, this brings us up to date through the GPCRL of 29 December 1972.)

France (29,400)

2,000	Edi Wilson Leon Tulaughar	1,000	Gary Jones Dave Lebling Don Miller Derek Nelson Jerry Pournelle Peter Rosamilia Tom Rosenbaum John Smythe Bob Strayer Colin Watson Charles Wells Charles Welsh	.333	Hal Mann Larry Peery
1,500	Don Brown			.333	Andy Whitely Charles Turner John Van de Graaf
1,333	Don Brown Charles Reinert			.200	O. L. Smith Bruce Clancy George Scholtz Sid Smith Pete Jitky
1,200	Gene Landman			.167	Mike Goldstein
1,000	John Barbara Jack Buchanan James Bygones Tom Elliot Ted Holcombe				

Germany (22,283)

1,500	Tom Brown	1,000	Mark Nyderok Bud Fendergrass Jerry Pournelle Lew Pulsipher Mike Rosanova George Shoelz Buddy Tretick Brenton Ver Ploeg Monte Zelazny	.450	Dave Fendergrass
1,200	Robert Thomson Red Parker			.333	Robert Nadabauer Mark Rosanova
1,167	Andy Phillips			.250	Chuck Gevey Ed Hallie
1,000	Doug Beyerlein Ken Iersick Mike Goldstein John Kering Dave Lindsay	.500	Frank Clark James Latimer	.200	Bud Stowe Jerry White

Italy (19,400)

2,000	John Smythe	1,000	Hank Reinhardt Bob Rosenfeld Larry St. Cyr Russell Tulp Bob Ward	.200	Russ Adams Charles Van de Graaf
1,000	John Barbara Frank Clark Tom Elliot Margaret Gortzman Dunka Holman Jim Munroe Jerry Pournelle Ruff Brown Gene Brundage	.533	Andy Phillips	.200	Don Brown Don Brown Ed Clancy Gary Jones Peter Rosamilia Eric Just
		.500	Bud Fendergrass		
		.333	Bob Patterson Charles Turner		

Turkey (39,583)

4,000	Bob Elwan	1,000	Bob Johnson Robert Matzive Kurt Kroy Dave Lebling James MacKenzie David May Don Miller Bud Fendergrass Jerry Pournelle Rich Rubin Chris Schleicher Charles Turner	.333	Fausto Catalano Len Leblond Larry Peery Jim Pratt Louis Pulsipher Ken Valentine Chris Wagner
2,333	John Smythe			.250	Cliff Ollila
2,000	Randy Birtwick Andy Phillips Charles Wells			.200	Brian Bailey Sherry Neap Ted Holcombe Rich Purdy Larry St. Cyr Jerry White
1,667	Hal Mann	.500	Ken Davidson Terry Kuch Banks Metane Tony Pandin		
1,200	Conrad von Manteke				
1,000	John Barbara Ron Brown Jack Fleming George Grayson Jack Greene George Jager				

The week of 2-9 March was even more hectic with Diplomacy than usual. "Doc" Hoffman, "Hoochie" Diplomacy Player" alias Edi (Soren) Larson had arrived for a week's stay in New York. As was befitting his position, we decided to make him feel at home. Accordingly, we assembled a crew of Hoochie Diplomacy players to get him up to speed. Among them were: Chic Hilliker, Don Roll, Tom Keller, Jack Walker, myself, and another Hoochie, Jim Pyle, from our Illinois colony.

The night started on Saturday morning with Queen Suzanne, Larry Roll and Jean. We had a very nice time. They said that we were so noisy that they couldn't hear them- selves all for the first hour but of course we deny that ((it's true, however)). The excitement was the new opening we had created, forever known to be known as the "Anti-Finsen Opening." Actually, the mechanics are quite simple. First, you assign Turkey. Then you assign Russia, Austria, and Italy to Hoochie's players. The next day is a comedy to behold. Turkey is completely eliminated in 4 game moves. Of course there is a bad side effect. It is discomforting to watch a game move. How well we can know that in his 7 year FTF career, Edi had never been completely eli- minated from the board! Ah well, that is what happens to the "Hoochie" players.

At the high point of the day, we played another game which ended in a 2 day draw. One very notable thing about it was that everyone decided to kill me this time. When I was knocked down to one unit, I decided to effectively turn control of my coun- try, England, over to another player. This had the amazing and unpredictable effect of causing me to gain a unit a year until the draw ended the game with me at 4. Maybe the moral is that when you are losing, throw in the towel and let the fates take over!

We finished up the day with a grand tour of the archives. I'm sure everyone was duly impressed with Graustark #1 among the other rare treasures. ((ah, yes!! Oh!!))

Sunday we packed up the camper and took off for points west. The first stop was to visit Ray and Peggy Bowers in St. Louis. We had quite a nice time talking and learn- ing all about the details of Ray's invaluable Diplomacy census project. It was also quite a sight to behold him go through 3 harlequined chickens! The Bowers were certainly gracious hosts.

Finally we had to leave, however, so we could get to Kansas City that night so Edi could visit his "Good Friend" Mary Ann Key. It was nice to see Jeff also. That night we just packed, but the next 2 days were among the most unique that I have ever spent. Through Jeff's Diplomacy, I'd never played any wargames before, but this changed fast. Ed- ward's playing is interesting. Lord of the Rings Diplomacy game of Jeff's design. The rest of the time was spent on military and naval miniatures games. It was quite an ex- perience. I think I enjoyed the naval miniatures best and throwing my naval training aside, I rammed ships right and left!

Monday we had to leave, but not before Edi could see I guess. Here we had a very nice time and even the girls enjoyed themselves. The Keys were wonderful hosts. The next few days were mostly spent recovering and giving Edi a chance to do re- search in the archives. He got quite a lot done on preparing the IDA Player Handbook and the final result should prove quite informative. All in all, we enjoyed Edi's visit very much and are looking forward to seeing him again.

Incidentally, Edi was the first Diplomat that young William Mel and the trip to St. Louis/Kansas City was his first Dippy trip. Watch out, world, for Edi was instructed by Bill in the art of stabbing ("stab, stab, stab--and stab again!").

GRI PRESENTS

The following potential players have written during the last 6 weeks in response to the GRI flyer and asked that their names be passed on to Gamesmasters with game open- ings. The numbers indicate the order in which I received each response.

127. Donald J. Bingle, 1815-X, 5514 S. University Ave., Chicago, Ill. 60637
128. Linda Anderson, 186 Laz Hill, U.R.N., Urbana, Ill. 61801
129. Alan Jackson, 505 Park Lane, Buena Vista, Colorado 81211

10. Daniel Glisch, 22 Elmwood St., Cambridge, Mass. 02138
11. Robert L. Greenlee, 637 Regestone, River Forest, Ill. 60405
12. John W. Bainger, Star Route #2, P.O. Box 249A, Los Lunas, N.M. 87031
13. J.A. Clarke, 2147 Merle St., Apt. 3, Elizabethtown, Ky. 40120
14. Terry Paul, Box 501 BMA, New Ulm, Minn. 56073
15. Lawrence R. Boston, 1325 State St., Watertown, N.Y. 13601
16. Alain Hawk, Coquitla, British Columbia, Canada
17. Ray Ewart, 2206 Cord Street, Speedway, Ind. 46224
18. Dennis A. Bowers, 2800 Madison Ave., #C-7, Fullerton, Calif. 92631
19. Linda Vanslen Akher, 6230 St. Anthony Ave., New Orleans, La. 70118
20. Ronald A. Powers, Route 2, Bennett, North Carolina 27206
21. Marshall von Haller, PO Box 7317, University, Miss. 38677
22. Allen C. Martinbee, 1365 Farrington St., Apt. 207, St. Paul, Minn. 55117
23. John Newton, 40 Encenada Rd., San Carlos, Calif. 94070
24. Conrad Koeller, 412 East 2nd Ave., Lenoir City, Tenn. 37771
25. A. Niederhoffer, 5211 Samscliffe, Montreal 248, Quebec, Canada
26. Gregory D. Frost, 408 Mahogany Dr., La Place, La. 70068

NEWS OF THE REAM

1. **INTERNATIONAL DIPLOMACY ASSOCIATION.** Steady growth is continuing in Diplomacy's only real service organization. We are now at 118 and climbing. To be a part of the action, send me \$2.00 for your 1973 dues. You get the organization's bimonthly diplomacy review and a chance to participate in all the worthwhile service projects.

2. **MIRUS VALA-ANDA.** John Biehl (4002 W. 42nd Ave., Vancouver 8, B.C., Canada) is the latest Tolkien fan to start a zine. John has been very reliable as a service to 2 ID regional secretary posts and I'm sure he will perform as well as a publisher. He'll also be opening. Variants are featured although there are regular Diplomacy openings for as substantial discounts for IDA members. Incidentally, this is one of the few places where you can play Middle Earth II, in Don Miller's opinion, a better game than Middle Earth IV.

3. **PELICEDAR.** Burt Labelle (Forest Park #23, Biddleford, Me. 04005) will be opening in his "super-game." For a fee of only \$9.00 you have a chance of \$1.50 worth of 1st place prizes or over \$30 worth of 2nd place prizes in a regular Diplomacy game. How's that for "getting second"?

4. **STUTTGART SENTINEL.** David Staples (RR 1, Box 120, Fargo, N.D. 58104) has openings for a fee of maintaining a sub (\$1.00) plus one 8¢ stamp per sub plus a refundable \$1.00 deposit, depending on how many moves you miss, etc. This game is finally new but reproduction seems to be improving.

5. **VISIT TO BRITAIN.** We were quite honored to have a visit from the President of GRU, last Monday. The conversation was fascinating. He was interested in the postal hobby and plans to make its new professionally-produced Diplomacy pamphlet an annual feature to be included in every Diplomacy set.

6. **GRANDSTARK.** John Boardman (234 East 19th St., Brooklyn, N.Y. 11216) now has regular Diplomacy game openings for a game fee of \$10.00. This is quite reasonable in view of John's unsurpassed reliability as a publisher. (Almost 10 years on a regular schedule!) Grandstark will also be going to a tri-weekly schedule to allow players time to negotiate, departing from past policy, will allow players to submit a written preference list.

7. **CONFLICT.** Simulations Design Corporation (Box 12096, San Diego, Calif. 92112) now has its wargaming magazine back on a regular bimonthly schedule. Subs are \$4.00. Of particular interest to Diplomacy players is the fact that SDG intends to start featuring Diplomacy articles and including variant Diplomacy games in their issues.

8. **AQUASIES.** John Boyer (117 Garland Dr., Carlisle, Pa. 17013) still needs subscribers at 12/\$2.00. This is quite a buy as John will be running a super Diplomacy game played in its historical setting. Press releases will be authentic in nature and all the readers are encouraged to participate. There will be a Council of Nations and a house game conducted along with the action so that everyone will have a share of the pie. Write John for details and a free sample copy.

FRANCE AND ENGLAND

Fathoms	Metres	Feet
1440	2668	2880
1200	2203	2380
960	1768	1920
720	1333	1440
480	889	960
240	444	480
120	222	240
60	111	120
30	56	60
15	28	30
7.5	14	15
3.75	7	7.5
1.875	3.4	3.75
0.9375	1.7	1.875
0.46875	0.9	0.9375
0.234375	0.4	0.46875
0.1171875	0.2	0.234375
0.05859375	0.1	0.1171875
0.029296875	0.05	0.05859375
0.0146484375	0.025	0.029296875
0.00732421875	0.0125	0.0146484375
0.003662109375	0.00625	0.00732421875
0.0018310546875	0.003125	0.003662109375
0.00091552734375	0.0015625	0.0018310546875
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FOLLOW THE ACTION!
(The McCallum System of Notation)

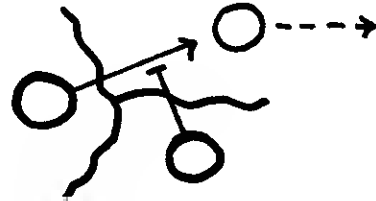
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118. GRI sells the game for \$8 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts, I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria), purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



INFORMATION SOURCES AND/OR GAME OPENINGS

The following persons publish Diplomacy 'zines that are especially recommended as sources of general information and/or occasional game openings:

1. Edi Birsan, 48-20 39th Street, Long Island City, N.Y. 11104
2. John Boardman, 234 East 19th Street, Brooklyn, N.Y. 11226
3. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
4. Burt Labelle, 146 Elm Street, Saco, Maine 04072
5. Len Lakofka, 4970 N. Marine Drive, Apt. 525, Chicago, Ill. 60640
6. John McCallum, PO Box 52, Ralston, Alberta, Canada T0J 2R0
7. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630
8. Brenton Ver Ploeg, 520 Parker, #202, San Francisco, Calif. 94118
9. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102
10. Rod Walker, 4719 Felton, San Diego, Calif. 92116

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F I R S T C L A S S M A I L